LISTING OF THE CLAIMS

1. (currently amended) A method for personalizing computers in a computer network, the method comprising the steps of:

gathering personalization information from plural client computers on the network and from a first server on the network during operation of said network;

storing said personalization information at a second server;

adding at least one new client computer to the network;

determining that said at least one new client computer is intended to replace at least one of said plural client computers; ~~and~~

~~in response to said determining, sending personalization information from said second server to said first server, and from said first server to said new client computer such that said new client computer is personalized in the manner of said client computer it is intended to replace.~~

transmitting from said second server to said first server three types of information, a first of said three types of information being personalization data for said first server, a second of said three types being personalization data that applies to one client computer, and a third type of information being personalization information that applies to plural of said client computers; and

personalizing said at least one new client computer by forming a connection from said first server to said at least one new client computer and configuring said at least one new client computer using portions of said second and said third information types.

2. (currently amended) The method of claim 1, wherein the step of ~~sending personalization information from said second server to said first server for~~ personalizing the at least one new client computer ~~first server~~ comprises sending at least one of: the first server's name, the domain in which it resides, the list of services it should provide, the way its disks should be configured and its Internet address (IP address).

3. (currently amended) The method of claim 1, wherein the step of sending information from the second server to the first server for personalizing at least one new client computer comprises sending at least one of: identification of a "Documents and Settings" directory for a user, Windows operating system registry information, and corporate policy information.

4. (currently amended) The method of claim 1, further comprising the step of configuring the first server to ignore workstation requests for personalization until after the server is at least partially personalized the information to personalize the clients and the first server being different.

5. (original) The method of claim 1, further comprising the step of configuring the client to ignore at least some user requests until after the client is at least partially personalized.

6. (previously cancelled)

7. (currently amended) A system comprising at least one server and at least one client, the server configured to receive and ~~durably~~ store server personalization information for personalizing the server and client personalization information for personalizing the client, the server also configured to provide the client personalization information to the client after the server is at least partially personalized by the server personalization information, the client configured to personalize itself using the client personalization information and to ~~durably~~ store the client personalization information the personalization information for the server and client being different, the personalization information for the client being partially but not completely the same as personalization information for other clients.

8. (original) The system of claim 7, wherein at least one client is a laptop disconnectable from the server.

9. (currently amended) The system of claim 7, further comprising a higher-tier server, such that the higher-tier server receives personalization information for personalizing the client's server, and the higher-tier server provides such personalization information to the client's server after the higher-tier server receives and durably stores higher-tier server personalization information and at least partially personalizes itself using that information.

10. (original) The system of claim 7, wherein corporate Roles Info personalization information is subservient to Workstation Info and/or User Info.

11. (original) The system of claim 7, wherein corporate Roles Info personalization information dominates Workstation Info and/or User Info.

12. (previously amended) A method for personalizing computer hardware, comprising the steps of:

collecting and storing personalization information pertaining to an existing server and an existing client;

replacing the existing server and client with a new server and client;

sending the personalization information to the new server;

storing the personalization information by the new server;

personalizing the new server using the personalization information that pertains to the existing server;

sending the personalization information that pertains to the existing client from the new server to the new client;

storing the personalization information that pertains to the existing client by the new client; and

personalizing the new client using the personalization information sent to the new client the client and server personalization information being different.

13. (original) The method of claim 12, wherein the personalization information is stored with a remote service provider.

14. (original) The method of claim 12, wherein the personalization information comprises roles information, net information, client information, and user information.

15. (original) The method of claim 14, wherein role information comprises personalization information common to or driven by roles or functions within a company, wherein net information comprises personalization information common to a workgroup, network, or server, wherein client information comprises personalization information specific to a client, and wherein user information comprises personalization information specific to a user.

16. (previously cancelled)